Literature Review in Games and Learning

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Abstract: This review is intended as a timely introduction to current thinking about the role of computer games in supporting children's learning inside and out of school. It highlights the key areas of research in the field, in particular the increasing interest in pleasurable learning, learning through doing and learning through collaboration, that games seem to offer. At the same time, the review takes a measured tone in acknowledging some of the obstacles and challenges to using games within our current education system and models of learning.

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